

INTERNATIONA L GRAPPLING RULES

GRAPPLIN G

GRAPPLING GI







GRAPPLING

FOREWORD

In 2007 UWW officially introduced Grappling among the regulated Wrestling styles.

The style of Grappling was introduced inside UWW to give a structure and a recognition to all the modern and traditional styles of Wrestling specialized in close fighting technique with the aim to takedown the opponent and control him on the ground with holds, joint locks and strangle techniques, such as (but not limited to):

-Submission Grappling (NO-GI/GI)
-Submission Wrestling/Submission Fighting
-Brazilian Jiu-Jitsu
-Luta Livre Brasileira
-Catch Wrestling/Catch as catch can
-Lancashire Wrestling
-Shoot Wrestling/Shoot Fighting
-Combat Wrestling

Grappling, allowing technique and holds from all the wrestling sports (including Freestyle Wrestling and Greco-Roman Wrestling), has the most permissive rules set among them. Being most of the fight spent on the ground, Grappling can be considered as one of the safest wrestling sport to practice.

Grappling, of all the modern wrestling styles, is the closest to Ancient Greek wrestling or Pále (πάλη), that was practiced in the old Olympic Games.

Grappling is divided in 2 styles: Grappling, where athletes wear shorts and a compression shirt called rashguard, and Grappling Gi, where athletes wear a kimono.

In accordance with the general philosophy of sports, the grapplers are required to honor the values of sportsmanship and fair play and they shall never intentionally injure a fellow sportsman in competition.

Frequently modified and always subject to further modification, the Rules set forth herein must be known and accepted by all grapplers, coaches, referees and leaders. They call upon those who practice the sport to fight totally and universally, with complete honesty and fair play for the pleasure of the spectators.

February
2022/ab

TABLE OF CONTENTS

GENERAL RULES

Article 1 – Object

Drawn up in compliance with the UWW Constitution, the Financial Regulations, the Disciplinary Regulations, the General Rules governing the organization of international competitions, and all the specific Regulations, the International Grappling Rules have as their specific objectives to:

- Define and specify the practical and technical conditions under which bouts are to take place;
- Determine the competition system, methods of victory, defeat, classification, penalty, elimination of competitors, etc;
- Determine the values to be assigned to wrestling actions and holds;
- List situations and prohibitions;
- Determine the technical functions of the officials.

Being subject to modification in light of practical observations as to their application and research into their effectiveness, the international Rules set forth in the following document constitute the framework within which the sport of wrestling is conducted in all its styles.

Article 2 - Interpretation

In the event of disagreement as to the interpretation of the provisions of any article in the following Rules, the World Grappling Committee of UWW is solely empowered to determine the exact meaning of the article(s) in question. The English text shall prevail.

Article 3 – Application

Application of these Rules to all international competitions under the control of UWW is compulsory (All the events registered on the United World Wrestling Calendar).

During the international tournaments, a competition procedure that differs from that set out in the Rules may exceptionally be used, provided that permission has been granted by UWW and all participating countries.

CHAPTER 1 – MATERIAL STRUCTURE

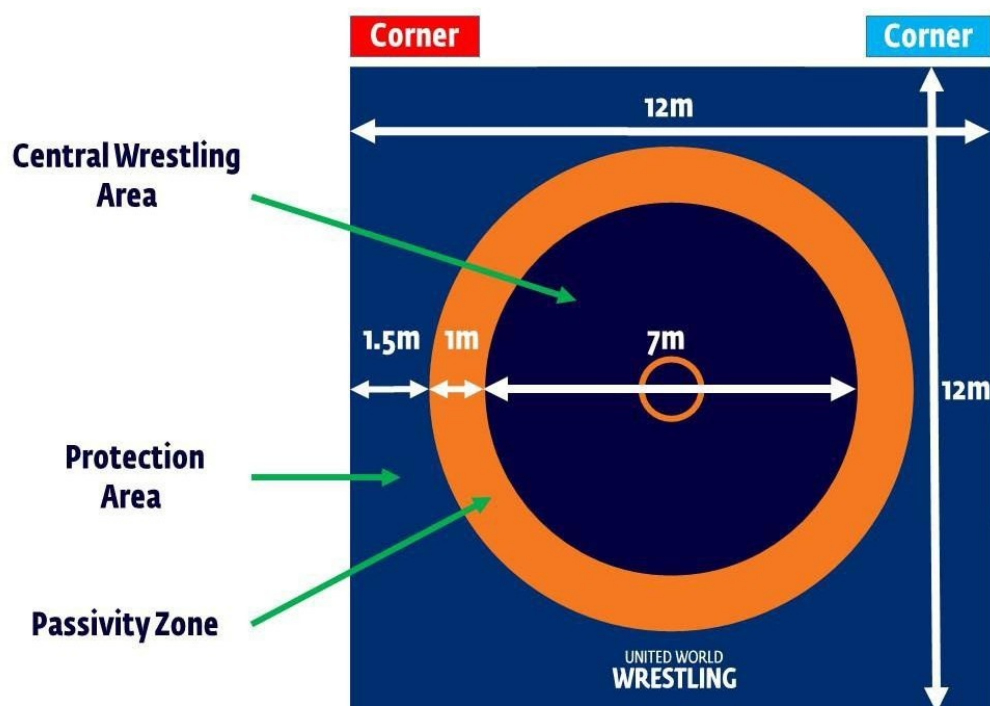
Article 4 – The Mat

A new UWW approved mat, with a 9m diameter and surrounded by a 1.50m border of the same thickness is obligatory for Championships and Cups. For all other international competitions, mats must be homologated, but not necessarily new.

For the International Games and World & Continental Championships, warm up and training mats must also be new and approved by UWW and be of the same quality as the competition mats.

An orange band of 1m wide and forming an integral part of the wrestling area is drawn along the circumference on the inside of the circle of 9m in diameter.

The following terms will be used to designate the various parts of the mat:



The central circle indicates the middle of the mat (1m of diameter). The inside part of the mat which is inside the orange circle is the central surface of wrestling (7m of diameter). The passivity zone (orange strip) is 1m wide. The protection area is 1m50 wide.

For all World and Continental Championships, the mat may be installed on a platform not higher than 1m10 or lower than 0m80. The platform around each side of the mat must reach 2 meters. If more than one mat is used, 2 meters should separate each mat. In all cases, the color of the protection area will have to be different from the one of the mat. The wooden floor near the mat will have to be covered with a strongly well-fixed soft cover. For safety reasons, the scoreboards should be place on a separate platform, close to the mat(s).

To prevent contamination, the mat must be cleaned and disinfected before every grappling session. When mats that have a smooth, uniform and non-abrasive surface are used (canvas included), the same hygienic measures must also be applied.

A circle must be traced in the middle of the mat with an inside diameter of one meter and a surrounding band 10 cm wide.

The coach of each athlete will be located in the same side of the mat. The red grappler will be place on the left and the blue grappler on the right.

The mat should be installed so that it is surrounded by a wide-open space in order to ensure that the competition proceeds normally.

All the details regarding the UWW logo and the mat manufacturer logo, should be addressed to United World Wrestling headquarters and be followed by the guidelines sent to the Mat Producers.

Article 5 – The Uniform

To participate in United World Wrestling World events athletes of ALL age categories must comply with the Uniform Guidelines. These Guidelines are intended to allow innovative design features in conformity with the rules and regulations for Grappling.

Note: For the exact details regarding shades of colors, sizing and placements of logos and text refer to the Grappling Uniform guidelines.

Responsibility of compliance

At all events organized by United World Wrestling, the National Federations are responsible for ensuring that the items worn or used by the members of their delegation comply with the terms of these rules.

Competition Uniform – Grappling

The first grappler called (top of bracket) shall appear on the edge of the mat wearing a red rash guard and the second grappler called (bottom of bracket) shall appear in a blue rash guard.

The rash guards shall be tight-fitting, with short or long sleeves, and contain at least 60% of the assigned color. Mixture of red and blue on rash guards is forbidden.

The shorts shall be either of the matching assigned red and blue color or of a neutral color, such as black, white or grey. They shall not be excessively baggy or tight fitting (compression shorts are not allowed) and the length must be enough cover at minimum 2/3 of the thigh, but not get below the knee.

They shall not have pockets, button/snaps that may be unsafe during

competition. Leggings or compression shorts may be worn only under the

board shorts.

Competition Uniform – Grappling Gi

For all Continental and World Championships, the first grappler called shall appear on the edge of the mat wearing a red Gi and a red belt and the second grappler called a blue Gi and a blue belt. For other competitions the GI may be also white (for the red corner) and black (for the blue corner), but the athletes must wear a belt of the color of their corner (red or blue).

The Gi must be made of cotton or similar material and in good condition. It may not be unusually thick or stiff to the point of obstructing the opponent. The jacket must be longer than the hips, but no longer than the thighs. When extending the arms forward, the distance between the sleeves and the wrists must not exceed 5 cm. The pants must be of proper size and reach to the ankles in upright position.

The pants may not be unusually tight or loose to the point of affecting the opponent's ability to make

holds or move. The belt shall be tied tight around the waist to secure the jacket.

Women shall wear a rash guard of assigned color or any other neutral color, underneath their Gi. Men shall not wear a rash guard under the Gi.

Protectiongear

The use of light kneepads containing no metal parts is allowed. Grapplers may also wear the United World Wrestling approved ear protectors that do not contain any metal or hard cover shells. Referees may require a grappler whose hair is too long to wear ear protectors or an athletic hair cover.

Country's abbreviation and emblem

For all Continental and World Championships, the grapplers shall wear the abbreviation of their country's name on the back of their competition rash guards or Gi jackets.

The competitor's last name may be added above the country code.

The country's emblem may also be worn on both rash guards and Gi jackets and shall not exceed 10 cm.

Advertising on clothing

Grapplers may wear sponsors' names or symbols on their competition uniforms as long as they do not hinder the identification of the uniforms' color and country's abbreviation.

Prohibited branding includes that of companies associated with Pornography, Gambling, Drugs, Alcohol/ Tobacco, Misogynistic, racist, prejudiced or abusive rhetoric.

For all Continental and World Championships, competition uniform shall not have patch and emblems of local clubs.

Shoes

Grapplers are not permitted to wear shoes during the matches.

Appearance and Hygiene

Grapplers are prohibited from wearing bandages on the wrists, arms or ankles except in the case of injury or on doctor's orders. Grapplers are prohibited from wearing any object that might cause injury to an opponent such as necklaces, bracelets, anklets, toe rings, finger rings, piercing of any kind, prosthesis, etc.

Grapplers' fingers and toenails shall be neatly trimmed with no sharp edges. If an athlete's hair is longer than shoulder length and/or bangs extend beyond the ears, the athlete shall wear an athletic hair cover. Grapplers shall be well groomed and their hair and skin shall be free of any greasy, oily or sticky substance. Grapplers may not arrive at the mat perspiring for the beginning of the match. The referee may require a grappler to towel off at any time during the match. In the interest of health, hygiene and a sanitary environment for the athletes, these rules shall be strictly enforced.

Violations

At the weigh-in, the referee must check that each competitor satisfies the requirements of this article. The grappler must be warned at the weigh-in if his appearance is non-compliant. If the grappler fails to comply the grapplers' federation will be fined at the conclusion of the competition. If the grappler enters the mat with the incorrect designated for the match, officials will allow maximum two minutes for him/her to comply. If, after this time, the grappler is still at fault, he will lose the match by forfeit.

It is prohibited to:

- Wear the emblem or abbreviation of another country.
- Apply any greasy or sticky substance to the body.
- Arrive at the mat perspiring for the beginning of the match and for the beginning of each period.
- Wear bandages on fingers, wrists, arms or ankles except in the case of injury and on doctor's orders. These bandages must be covered with elastic straps.
- Wear any object that might cause injury to the opponent, such as rings, bracelets, prosthesis, piercing etc.
- Wear under-wired bras.

Article 6 – Competitor's License

Any male or female U13, U15, U17, U20, senior and veteran grappler who competes in the World Championships, World Cups, Continental Championships, Cups and Games, Regional Games and the World and Continental League, international tournaments registered in the UWW calendar must hold an international competitor's license, as defined by special Regulations.

This license is also used as insurance for medical and hospital expenses in case of an accident taking place abroad during the international competition the grappler is participating in.

The license is only valid for the current year and must be renewed each year.

The license request must be sent at least 2 months before the competition that the concerned grappler will take part. This timeline is fixed in order to let enough time to conclude the procedure and validate the license.

Article 7 – Age, Weight and Competition Categories

Age categories

The age categories are as follows:

U13	12-13 years
U15	14-15 years (from 13 with medical and parental authorization*)
U17	16-17 years (from 15 with medical and parental authorization*)
U20	18-20 years (from 17 with medical and parental authorization*)
Seniors	20 years and older
Veterans	Division " A " 35 - 40 years Division " B " 41 - 45 years Division " C " 46 - 50 years Division " D " 51 - 55 years Division " E " 56 - 60 years

* The medical and parental authorization is submitted in Athena via the Annual Medical Certificate & Wrestler's Declaration when purchasing the UWW License.

Age class is determined by the year of birth.

U20 Grapplers are allowed to participate in the competitions for seniors except for those who are 17 years old in the concerned year.

An honor certificate for each participant will be issued by the President of the National Federation attesting to the age of the grappler; this certificate must be drawn up in accordance with the model supplied by UWW, on the National Federation's letterhead.

A grappler may participate in a competition only under the nationality appearing on his license. If, at any time, it is determined by UWW that the statement was false and that fraud occurred, the disciplinary measures provided for to this end will be immediately applied against the National Federation, the grappler and the person whose signature appears on the fraudulent certificate.

Grapplers who wish to change their nationality must refer to the procedure described in the International Regulations for the change of nationality. Grapplers can change their nationality only once. Once the procedure for the change of nationality is completed, they are not entitled to compete for their former country anymore or for any other country in an official competition organized under the aegis of United World Wrestling.

Each licensed grappler who participates in a competition automatically agrees to UWW to use his filmed or photographed image for the promotion of the competition or of competitions to come. If a grappler refuses to agree to these conditions, he will have to make this clear at the entry stage and, may therefore be excluded from the competition.

Weight categories

The weight categories for **Grappling and Grappling Gi** are as follows (in kilograms):

U13 (12-13 years old)

- Boys: 27, 30, 34, 38, 42, 46, 50, 55, 60, 66, 72, 90kg
- Girls: 27, 30, 34, 38, 42, 46, 50, 72kg

U15 (14-15 years old)

- Boys: 29-32, 35, 38, 42, 47, 53, 59, 66, 73, 100kg
- Girls: 28-30, 32, 34, 37, 40, 44, 48, 52, 57, 80kg

U17 (16-17 years old)



- Boys: 39-42, 46, 50, 54, 58, 63, 69, 76, 85, 110kg
- Girls: 36-38, 40, 43, 46, 49, 52, 56, 60, 65, 90kg

U20 (18-20 years old)

- Men: 58, 62, 66, 71, 77, 84, 92, 130kg
- Women: 49, 53, 58, 64, 71, 90kg

Seniors (20 and older)

- Men: 62, 66, 71, 77, 84, 92, 100, 130kg
- Women: 53, 58, 64, 71, 90kg

Veterans (35-60 years old)

- Men: 62, 66, 71, 77, 84, 92, 100, 130kg
- Women: 53, 58, 64, 71, 90kg

Each contestant deemed to be taking part of his/her own free will, and responsible for himself/herself, shall be allowed to compete in only one weight category: the one corresponding to his weight at the time of the official weigh-in. For categories in the senior age group, competitors may opt for the next higher category than their body weight, except for the heavy weight category, for which contestants must weigh under 130kg for men and under 90 kg for women.

Competitions

International competitions for the various age categories are as follows:

U13 12-13 years	International competitions Continental Championships World Championships	(upon request) (each year)
U15 14-15 years	International competitions Continental Championships World Championships	(upon request) (each year)
U17 16-17 years	International competitions Continental Championships World Championships	(upon request) (each year)
U20 18-20 years	International competitions Continental Championships World Championships	(upon request) (each year)
Seniors 20 and older	International competitions Continental Championships World Championships World Cups	(each year) (each year) (upon request)
Veterans 35 and older	World Championships	(each year)

Other type of competitions might be organized after United World Wrestling approval.

Categories and specific regulations

CHAPTER 2 – COMPETITIONS AND PROGRAMMES

Article 8 – Competition System

The competitions take place by direct elimination system with an ideal number of grapplers, i.e. 4, 8, 16, 32, 64, etc. If there is no ideal number of grapplers in a category, qualification matches will be organized.

Pairing is made in the order of the numbers drawn at random. All grapplers who lost against both finalists will have repechage matches. There are two separated groups of repechage: one group of grapplers who lost against the finalist of the upper part of the bracket, and another group of grapplers who lost against the finalist from the bottom part of the bracket. The repechage matches begin with grapplers who lost in the first round including in qualification matches to obtain the ideal number against one of the two finalists up to the losers in the semi-finals by direct elimination. The winners of the two repechage groups will receive each the bronze medal.

Each weight category is organized in one day. The draw takes place the day before the beginning of the category concerned at the latest. The medical control and weigh-in will be held the morning of the concerned weight category.

The competition takes place in the following manner:

Morning:
- Qualification rounds
- Elimination rounds

Afternoon:
- Repechage rounds
- Finals

Classification criteria

From the 7th place, grapplers of each category will be ranked depending on their classification points.

In case of a ranking tie, they will be ranked by analyzing the following criteria successively, across the all competition:

- The most victories by “Submission”
- The most match won by superiority
- The most technical points scored
- The fewest technical points given
- The lowest seeds number (if applicable)
- The lowest draw number

Competition with less than 8 athletes (Nordic Tournament)

If less than 6 grapplers are registered in one weight category, one group will be established and all grapplers will compete against each other. In a two day competition format, the last round will be organized the second day.

For Continental and World Championships, a weight category that counts only 1 grappler will be cancelled and no title or medal will be awarded!

If there are 6 or 7 athletes in one weight category, the competition starts with a pool phase with two groups.

As mentioned above, all grappler from each group will compete against all the other grapplers of their group (the Nordic tournament system is used as the ranking criterion within each group). Ranking within the groups is used to determine the pairings for the semi-finals.

The semi-final matches will consist with:

- the first ranked in the group A against the second ranked in the group B

- the second ranked in the group A against the first ranked in the group B

The gold medal match will be between the winners of the semi-finals and the bronze medal match will be between the losers of the semi-finals.

Only one bronze medal will be awarded for this scenario.

Ranking criteria for the Nordic tournament

In the Nordic tournament, the grappler with the highest number of victories will be ranked first.

In a same group, if two grapplers have an equal number of victories, their direct match will determine the ranking.

For all the cases with a tie between athletes in the same group, the ranking will be determined following these criteria, across all the competition:
- The highest classification points
- The direct match (if applicable)
- The highest victories by « Submission »
- The highest match victories by superiority
- The highest technical points scored
- The fewest technical points given
- The lowest seeds number (if applicable)
- The lowest draw number

Article 9 – Competition Programme

The competition programs of all the championships and tournaments are published on the United World Wrestling Calendar.

Article 10 – Award Ceremonies

The first four grapplers in each weight category shall take part in the awards ceremony, and shall receive a medal and a diploma, according to their ranking.

1st	Gold + diploma
2nd	Silver + diploma
The two 3rd	Bronze + diploma

Only one bronze medal will be awarded in the weight categories where the Nordic System is used.

Note: Athletes cannot bring their National Flag to the podium

CHAPTER 3 – COMPETITION PROCEDURE

Article 11 – Weigh-In

For all competitions, the weigh-in is organized each morning of the concerned weight-category. The weigh-in and the medical control lasts 60 minutes.

Grapplers must appear at the medical examination and the weigh-in with their license and accreditation.

The athletes shall weigh-in wearing Rashguards and Shorts. After having been examined by qualified physicians who are obliged to eliminate any grappler who presents any danger of contagious disease, the grappler can be

weighed in.

Contestants must be in perfect physical condition, with their fingernails cut very short.

Throughout the entire weigh-in period, grapplers have the right, each in turn, to get on the scale as many times as they wish.

The referees responsible for the weigh-in must check that all grapplers are of the weight corresponding to the category in which they are entered for the competition, that they fulfil all the requirements of Article 5 and to inform any grappler of the risk he runs if he presents himself on the mat in incorrect dress. Referees will refuse to weigh a grappler who is not dressed correctly.

The referees responsible for the weigh-in will received the results of the draw and will be allowed to control only the athletes who are on this list.

If an athlete does not attend or fail the weigh-in, he will be eliminated of the competition and ranked last, without rank (Exception: cf. Article 45 – Medical Service Intervention).

Article 12 – Draw and Pairing

Participants shall be paired off according to the numerical order determined by the drawing of lots made the day before the competition day of the concerned weight category, at the latest. The UWW competition management system shall be used for the draw and management of all international competitions entered in the UWW calendar.

If the UWW competition management system cannot be used, numbered tokens must be enclosed in an urn, a bag or any other similar object. If a different system is used, it has to be clearly announced.

If the team leader (or his substitute) cannot attend the draw because of exceptional reason, he must inform the organizer and United World Wrestling otherwise his athlete(s) won't be part of the draw. The organizer will have the responsibility to communicate it to the UWW results' team.

Important: When the person responsible for the weigh-in and drawing of lots observes an error in the regulation procedure as outlined above, the drawing of lots for the category in question has to be cancelled. Drawing of lots for this category will then be repeated with the agreement of the technical delegate.

The technical delegate or the IT person is responsible of the smooth running of the draw and must ensure that these Rules were complied with. He will also have to confirm the weigh-in list. After the end of the draw, no protest can be submitted.

Position of the athletes in the bracket

For a competition with 6 or 7 athletes, the grappler who gets the lowest draw number will be in group A, then the second lowest draw number will be in group B, then the third lowest draw number will be in group A and so on.

For a competition with more than 7 athletes – If the number of athletes participating in a weight category different from (more than) 8, 16, 32, etc, qualification rounds must be organized. To provide a balance between the upper and lower part of the bracket, qualification rounds' position follows the top-bottom-bottom-top approach. The same approach is used to determine the Seeded athlete's position on the bracket.

Seeded athlete into the Bracket

The aim of such drawing of lots is to place consequently the seeded athletes as far as possible from each other in order to preserve them until the latest possible stage. The remaining positions (non-seeded athletes) are filled up from top to bottom based on their draw number (a small draw number doesn't preserve the athletes to compete in the qualification round).

If the qualifications matches must include the seeded athletes, the pairing starts with the lowest seeded athlete. Seeded athletes into a weight category with 6 or 7 athletes will be placed like that:

Group A	Group B
Seeds n°1	Seeds n°2
Seeds n°4	Seeds n°3
Seeds n°5	Seeds n°6
Seeds n°7 (if applicable)	

As soon as the seeded athlete is placed, the non-seeded athletes will be placed in the ABA approach.

All the different brackets – with no seed, 4 seeds and 8 seeds available are https://uww.org/governance/regulations-olympic-wrestling
If one or several top seeds athlete(s) is not entered (replaced or not registered), the next top seed or the next best athlete(s) in the Ranking will take his (their) place.

Article 13 – Starting List

If one or more grapplers do not attend or fail the weigh-in, their opponent(s) will win the bout by forfeit. These grapplers will be eliminated of the competition and will be ranked last, without rank. NO pairing will be made again the day of the competition.

Article 14 – Elimination from the Competition

The loser is eliminated and ranked according to the classification points marked, except grapplers who lost against one of the finalists as they take part in the repechage for the 3rd or 5th places.

After the weigh-in, in case a grappler, without medical advice signed by the UWW doctor or the competition's doctor and without advising the competition secretariat, does not present himself to his opponent when his name is called, he will lose his bout by forfeit, will be eliminated and ranked without rank. His opponent will win the match.

If the UWW doctors can prove that a grappler simulates an injury for whatever reasons to avoid competing against his opponent, he will be disqualified, placed last in the ranking, without any rank and the note "Dsq" near to his name.

If a grappler commits an obvious offence against fair play within the spirit and concept of total and universal wrestling enunciated by UWW, and openly cheats, commits a serious error or engages in brutality, he will be disqualified immediately from the competition and eliminated by a unanimous decision of the officiating team. In this situation, he will be placed last in the ranking, whiteout any rank and the note "Dsq" near to his name.

If two grapplers are disqualified for brutality during the same match, they will be eliminated as above. The pairing for the following round will not be modified. The grappler supposed to meet one of the disqualified grapplers wins the match by forfeit.

If two semi-finalists are disqualified for brutality during same match, they will be eliminated and their losers in quarter-final will compete in semi-final and repechage group will be modified regarding result of this semi- final match. If the Semi-Finals are organized during the evening session, this bout will be organized at the end of the session in order to allow enough time for the concerned athletes to be prepared. If it happens on day 1, one hour (since this double disqualification happens) will be given to these athletes to be prepared.

If a double injury (2VIN) happens during one match, the opponent of the next round will win the match by injury. If it happens in a semi-final match and in order to determine which athletes have to go in the repechage, we will use the classification criteria (Article 8) to determine the winner of this double injury match.

If a forfeit(s) or disqualification(s) happen during a medal match (1-2 or 3-5), the following grapplers (from the part

of the bracket of the disqualified/forfeited athlete(s)) will move up the table to establish the final classification. If the two finalists are disqualified, then it will be necessary to make the bout between the two bronze medalists to determine the 1st and the 2nd place. All others participants will go up in the ranking, the two in 5th position will become 3rd. If the two finalists are forfeits despite their successful second weigh-in, the same process will apply (an additional match between the two bronze medalists).

For all type of forfeit, the concerned athlete will be ranked last, without rank.

Ranking in the event of doping violations

In case of positive doping control, the grappler will be disqualified, and he will automatically be placed last in the ranking, without any rank and the note “DSQ” near to his name. The following grapplers will move up in the ranking. If it concerns an athlete ranked in the 3rd place, the grappler from the part of the bracket of the doped athlete will move up. In that case, only one grappler will be ranked in the 5th place.

In the case where the 2 first ranked athletes have a positive doping control and are disqualified; the two bronze medalists will get a Gold medal. In that particular case, no silver medal will be awarded and the 2 5th place will move in the 3rd rank.

In case of positive doping control during a team event, the team from the athlete in fault will be disqualified and be placed last in the ranking, without any rank and the note “DSQ” near to his flag.

CHAPTER 4 – REFEREEING BODY

Article 15 – Composition

In all competitions, the refereeing body for each bout shall consist of the following:

- 1 mat chairman
- 1 referee
- 1 judge

The appointment procedures of these three officials are set in the Regulations for the International Refereeing Body. Replacement of an official during a bout is strictly prohibited, except in the case of a serious illness that is medically confirmed. In no case may the refereeing body be composed of two officials of the same nationality. Furthermore, it is strictly forbidden for an official to officiate in bouts involving compatriot grapplers.

Article 16 – General Duties

a)Officials shall perform all the duties set forth in the Regulations governing grappling competitions and in any special provisions which might be established for the organization of particular competitions.

b)It is the duty of officials to follow each bout very carefully and to evaluate the actions of the grapplers so that the results shown on the judge’s and mat chairman’s score sheet accurately reflect the specific nature of said bout.

c)The mat chairman and referee shall evaluate the holds individually in order to arrive at a final decision. The referee and judge must work together under the direction of the mat chairman, who co-ordinates the work of the officials.

d)It is the duty of the officials to assume all of the functions of refereeing and judging, to award points and to impose the penalties stipulated in the Rules.

e)The score sheet of the judge is used to tally all the holds executed by the two opponents. The points, the cautions and the submissions must be recorded with the greatest accuracy (the last technical point scored must be

underlined), in the order corresponding to the various phases of the bout. These score sheets must be signed by the judge.

f)If a bout does not end in a “submission”, the decision shall be made by the mat chairman. It shall be based on an evaluation of all the actions of each competitor, recorded from beginning to end on the judge’s score sheets.

g)All the points awarded must be announced to the public as soon as they are determined, either by means of bats or by an electric scoreboard.

h)Officials are required to use the basic UWW vocabulary that is appropriate to their respective roles when conducting the bouts. However, they are forbidden to speak to anybody during the bout, except, of course, amongst themselves when the occasion requires them to do so for consultation and to perform their tasks properly.

i)When a challenge is requested by a coach and confirmed by the grappler, the refereeing delegate (or his substitute) and the mat chairman must watch the video evidence. After a discussion together, the refereeing delegate (or his substitute) renders its decision solely without consultation with the refereeing body.

Article 17 – Referee’s Dress

The refereeing body (instructors, referees, judges and mat chairmen) must be dressed with the official United World Wrestling homologated Uniform that consist in a black approved polo, black flat front trousers with a black belt, black plimsolls or black sports shoes, and black socks.

In addition, the central referees shall wear a whistle around their neck, a red band on their left wrist and a blue band on their right wrist).

The dress must be a model homologated by UWW. The refereeing body may not wear the name of a sponsor. However, the number on his jacket may include the name of a UWW sponsor.

Article 18 – The Referee

j)The referee is responsible for the orderly conduct of the bout on the mat, which he must direct according to the Rules.

k)He must command the respect of the contestants and exercise full authority over them so that they immediately obey his orders and instructions. Similarly, he must conduct the bout without tolerating any irregular and untimely outside interventions.

l)He shall work in close co-operation with the Mat Chairman and judge and must carry out his duties in supervising the bout while refraining from any impulsive or untimely interference. His whistle shall begin, interrupt and end the bout.

m)The referee shall order the return of the grapplers to the mat after they have left it, or the continuation of the bout in the standing or ground position (on the mat), with the approval of the Mat Chairman.

n)The referee is required to wear a red wristband on his left wrist, and a blue wristband on his right wrist. He shall indicate with his fingers the points corresponding to the value of a hold after its execution (if it is valid, if it has been executed within the limits of the mat, and if a grappler has been put in a danger position, etc.) by raising the arm corresponding to the grappler who scored.

o) The referee must:

- Shake the grapplers’ hand when they enter the mat and before they leave it.
- Inspect the grapplers’ competition uniform and require them to change them within 2 minutes in case they are not compliant with the present Regulations.
- Inspect the grapplers’ skin for perspiration or any greasy or sticky substance.

- Not get too close to the grapplers when they are in standing position but stay close if they are in ground position.
- Be able to change position from one moment to the next, on the mat or around it, and in particular move onto the knees or stomach to obtain a better view of an impending submission.
- Not obstruct the Mat Chairman and judge’s view by standing so close to the grapplers (particularly if a submission appears imminent).
- Not turn the back to the competitors at any point and risk to lose control over the situation.
- Stimulate a passive grappler without interrupting the match and give the necessary cautions.
- Ensure that the grapplers do not rest during the match on the pretense of wiping their bodies, blowing their nose, feigning injury, etc. In such case, the central referee shall stop the match and ask for a caution to be issued to the grappler at fault and 1 point to the opponent.
- Brush off a grappler’s hand or give a verbal warning if he/she is pulling the opponent’s uniform.
- Uphold penalties for violations of the rules or for brutality.
- Be ready to blow the whistle if the grapplers approach the edge of the mat.
- Indicate whether a hold executed at the edge of the mat is valid.
- Break action and bring the grapplers back into starting position when the action goes out of bounds.
- Rapidly and clearly order the position in which grappling must be resumed.
- Whistle to stop the action after a grappler has signaled submission either physically (by a tap) or verbally.
- The central referee shall also put a hand on each competitor to further ensure the grapplers’ safety.
- Except for senior Continental and World Championships, stop the action if, upon observing a submission attempt, the grappler is deemed unable to escape without harm.
- Upon intervention by the Mat Chairman, interrupt the match and proclaim victory by technical superiority when the grapplers’ scores are 15 points apart. In this situation, the central referee shall wait for the action, either an attack or counterattack, to be complete.
- Interrupt the match at exactly the right time when necessary.
- Ensure that the grapplers remain on the mat until the result of the match is announced.
- Proclaim the winner by raising his/her hand after agreement with the Mat Chairman.

R



Get in **Control (counting 3** **Neutral Restart**

Closed Guard Restart Position **Half Guard Restart Position Position** **Open Guard Restart**



Side Mount Restart **Full Mount Restart** **Back Mount Restart**



1 **2** **3**



4 points **Caution (1 point to other athlete)** **Disqualification**

Article 19 – The Judge

a) The judge is responsible for all the duties stipulated in the general Rules of Grappling.

b)He must follow the course of the bout very closely without allowing himself to be distracted in any way; he must mark all awarded points and cautions on his score sheet, in agreement with the referee and mat chairman. He must give his opinion in all situations when requested by Mat Chairman.

c)Following each action, based on the mat chairman's indications, he records the number of points awarded to the action in question and enters the results on a scoreboard placed beside him. This scoreboard must be visible to both the spectators and grapplers.

d) The judge verifies and signals the submission to the referee.

e)The judge must call the Mat Chairman’s attention to anything that seems to him abnormal or irregular in the course of the bout or in the conduct of the grapplers.

f)The judge must, moreover, sign the score sheet handed to him upon receipt, and at the end of the bout, must clearly record on the score sheet the result of the bout by distinctly crossing out the name of the loser and writing in the name and country of the winner.

g)The judge’s score sheet must accurately indicate the time at which a bout ends in the case of victory by a submission, technical superiority, etc.

h)He must also indicate by underlining, the last technical point scored (point for cautions are not considered) which can determine the athlete that must defend in the overtime.

i) Cautions for passivity, fleeing the mat, illegal holds, or brutality will be noted by a ‘C’ in the column of the grappler at fault.

Article 20 – The Mat Chairman

a)The Mat Chairman, whose functions are very important, shall assume all the duties provided for in the Grappling Rules.

b) He shall co-ordinate the work of the referee and the judge.

c)He is obliged to follow the course of the bouts very carefully, without allowing himself to be distracted in any way, and to evaluate the behavior and action of the other officials according to the Rules. He must confirm the points for each action, in agreement with the referee. He must give his opinion in all situations, correcting the eventual mistakes made by the referee.

d)In the event of any disagreement between the referee and mat chairman, his opinion prevails in order to determine the result, the value of points and the submissions.

e) The Mat Chairman verifies and signals the submission to the referee.

f)If, during the bout, the Mat Chairman notices something that he feels he should bring to the referee’s attention because the latter was not able to see it or did not notice it (a submission, illegal hold, passive position, etc.), the Mat Chairman is obliged to do so by raising the hand of the same color as the rash guard / gi of the grappler in question, even if the referee has not asked for his opinion. In all circumstances, the Mat Chairman must call the referee’s attention to anything that seems to him abnormal or irregular in the course of the bout or in the conduct of the grapplers.

g)To make it easier for the Mat Chairman to supervise the bout, particularly in a delicate position, he is authorized to change positions, but only along the edge of the mat over which he has control.

h)He may also interrupt the bout if a serious scoring mistake is made by the referee and/or the judge. In such case, he may ask for a consultation from the Head Referee (or his delegate). This consultation does not alter the grappler’s right to the challenge.

i)During a bout, when the coach considers that a blatant refereeing mistake has been made against his grappler and calls for a challenge, the Mat Chairman must wait for the action to go to neutral and stop the match. The refereeing delegate (or his substitute) and the Mat Chairman must review the video evidence. If the refereeing delegate (or his substitute) agrees that the refereeing body was right, the Mat Chairman must make sure that no other challenge will be granted to the grappler in question during the remaining of the match.

j)After the review of the video evidence, the refereeing delegate (or his substitute) solely renders its decision. Its decision is final and cannot be challenged.

Article 21 – Penalties against the Refereeing Body

The UWW World Grappling Committee, which constitutes the supreme jury, shall collectively have the right to take the following disciplinary measures against the member(s) of the refereeing body technically at fault, upon report by the competitions’ delegates:

- Give the official(s) concerned a warning.
- Suspension from competition for one or more session
- Withdraw the official(s) from the competition.

Other sanctions as decided by the UWW Disciplinary Chamber may apply depending on the seriousness of the fault.

CHAPTER 5 – THE BOUT

Article 22 – Duration of the Bout

For U13, U15 and Veterans: the duration of a bout will be one period of 4

minutes. For U17, U20 and Seniors: the duration of a bout will be one

period of 5 minutes.

For all the competitions, the timing displayed on the scoreboards will start from 5 to 0 minute (from 4 to 0 minute for U15, U17 and veterans).

The winner is declared by the sum of points scored at the end of the regular time.

Technical superiority is reached when there is a difference of 15 points. This automatically leads to victory and to the end of the bout is whistled.

The submission automatically stops the match.

Article 23 – Call to the Mat

The contestants are called in a loud and clear voice to present themselves on the mat. A contestant cannot be called to compete in a new bout until he has had a rest period of twenty (20) minutes from the time his preceding bout ended.

A delay is granted to any grappler who does not reply to the first request in the following manner: The competitors must be called three times at 60-second intervals. These calls are made in English. If the grappler does not come forward after the third call, he will be eliminated and will not be placed. His opponent will win the bout by forfeit.

Article 24 – Presentation of Grapplers

The following ceremony takes place for each weight category in the finals for first and second places: The finalists are presented and their achievements are announced when they are coming on the mat.

Article 25 – Start

Before the bout begins, each opponent answers when his name is called and takes his place at the corner of the mat assigned to him. The corner is the same color as the Uniform he has been assigned to wear.

The referee, standing in the central circle in the middle of the mat, calls the two grapplers to his side. He then shakes hands with them and examines their dress, checks that they are not covered with any greasy or sticky substance, verifies that they are not perspiring, verifies that their hands are bare.

The grapplers greet each other, shake hands and, when the referee blows his whistle, they start the bout.

Article 26 – Interrupting the Bout

a) If a contestant finds himself forced to interrupt the match because of an injury or because of any other acceptable incident beyond his control, the referee may stop the bout. During such an interruption, the grappler(s) must sit on the mat on their respective side. During interruptions they cannot receive advice from their coach.

b) If a bout cannot be resumed for medical reasons, the decision is made by the competition doctor in charge, who informs both the coach of the grappler involved and the mat chairman; the latter then orders that the bout be stopped. The decision rendered by the competition's doctor may not be reversed.

c) If an action must be stopped due to one grappler deliberately injuring his opponent, the grappler at fault will be disqualified.

d) In case of bleeding of one of the grapplers, the referee shall interrupt the bout to stop the bleeding. A chronometer will start as soon as the doctor steps on the mat. In case the accumulated time of interruptions to treat the bleeding exceeds 4 minutes over the entire duration of the bout, the mat chairman shall order the end of the bout. In that case, the concerned grappler loses the match and the opponent wins the match on injury. If the bout is grappled until the end, the chronometer will be reset for the next round.

e) After the medical treatment, the bout resumes in the appropriate restart position according to what was the last position secured with control before the interruption.

f) If a bout is interrupted because of any incident beyond the athletes' control, the referee may stop the bout and the remaining time of the bout will be competed as soon as the interruption ends. If a session can't be concluded in the expected schedule, it may be postponed until the next day. If it is the last competition day and for extraordinary reasons, the end of the competition may be postponed until a later date and take place in another location.

g) In case of a serious mistake which is not seen by officiating team (examples; timekeeper mistakes, wrong points or caution published on the scoreboard, mistake in resuming the bout on ground or standing position, declaration of incorrect winner etc.), the referee delegate/s may interfere and ask to correct it by consultation, or by video review.

Article 27 – End of the Bout

The match ends either when a submission, technical superiority, a disqualification by injury of one of the opponents are declared, or at the end of the regular time.

When a grappler scores 15 points more than his opponent he wins the match by technical superiority. In any case, the referee must wait for the end of the action.

If the referee has not heard the gong, the mat chairman must intervene and stop the bout by throwing a soft object on the mat, in order to attract the referee's attention. Any action begun at the time when the gong sounds is not validated and no action performed between the sounds of the gong and the referee's whistle is valid.

When the bout has ended, the referee stands in the center of the mat facing the mat chairman's table. The grapplers shake hands, stand on either side of the referee and await the decision. They are forbidden to remove any part of the uniform before leaving the competition hall. Immediately after the decision is announced, the grapplers shake hands with the referee.

Each grappler must then shake hands with his opponent's coach. If the above provisions are not observed, the grappler at fault will be penalized in accordance with the Disciplinary Regulations.

Article 28 – Interrupting and Continuing the Bout

Definition of Out of Bounds

If, from a standing position, a competitor is forced out of bounds and touches the protection area with one foot while not in a Submission attempt the central referee shall break the action and bring the competitors back to center of the mat and award the 1 point to the opponent (for the exact application of this rule see the article 36
– Stepping Out of bounds)

When the competitors are fighting on the ground, out of bounds is intended when no body part of either competitor is touching the circle or when any body part of either competitor reaches out of the protection area. When either situation occurs, the referee shall break the action and order the correct restart position. In the case of the

competitors going out of bounds during a scoring action (takedown, reversal or dominant position), with no part of the head of either grappler out of the protection area, the referee shall wait the 3 seconds count before stopping the action and then restart the match in the center, and he shall award the points of the action in case there was a successfully completed (secured top control after takedown, reversal or dominant position).

Note: If a competitor flees the mat – from either standing or ground position – a caution shall immediately be issued to the fleeing athlete. Note: If an athlete goes out of bounds during a submission attempt (without doing the correct defense) the match will not be stopped until the action is finished or when a part of the head of either grappler is out of the protection area. In that case, the athlete that brings the action out of the protection area, with the purpose of stopping the fight to escape the submission without doing the correct defense, will be immediately disqualified.

Note: If a grappler forces the action out of bounds in an attempt to escape a submission using the correct defense (without fleeing the mat) the fight will not be stopped until the action is finished or when a part of the head of either grappler is out of the protection area. In that case the referee should stop the athletes, award 1 point for the Attack to the athlete attempting the submission and restart the match in the center of the mat according to the restart position criteria.

Neutral Restart Position



Neutral Restart Position occurs at the beginning of the regular period. Both grapplers stand opposite one another in the center of the mat with on foot touching the inner circle and waits for the referee's whistle to start grappling.

Neutral Restart Position is ordered when the referee stops the match for out of bounds while the action was in stand up or the last position secure was standing (i.e. in case of a takedown going out of bound the takedown wasn't awarded because the position wasn't secured for 3 seconds before the referee stopped the action).

Closed Guard Restart Position



Closed Guard Restart position occurs at the center of the mats, with the athlete on bottom with their back on mat and the opponent between his legs with their feet crossed and the hands placed on the side of his head. The athlete on top is on his knees with the hands on the opponent's belly.

The Closed Guard Restart position is ordered when the referee stops the match for out of bounds and the last position secured, for at least 3 seconds, was a closed guard on the ground.

Half Guard Restart Position



Half Guard Restart position occurs at the center of the mat, with the athlete on the bottom on his side, with one leg of the opponent between his legs and with the chest facing the opponent and the hands placed on top of the free leg of the opponent.
The athlete on top is on his knees with the hands on the opponent's top hip.

Half Guard Restart position is ordered when the referee stops the match for going out of bounds and the last position secured, for at least 3 seconds, was half guard on the ground.

Open Guard Restart Position

Open Guard Restart occurs at the center of the mat with the bottom grappler on his back, the hands resting on his thighs and his feet flat on



the mat in the inner circle. The top grappler kneels in front of his opponent's feet and places his hands on the bottom grappler's kneecaps. Once the referee approves the position, the match restarts at his whistle.

The Open Guard Restart is ordered when both grapplers went out of bounds during the ground fight and the last position secured by the top athlete was not a dominant position, a closed guard or a half guard.

The grappler who is on top when the action went out of bounds (or who had a partial back control) takes top position for Open Guard Restart.

Side Mount Restart Position



Side Mount Restart occurs at the center of the mat with the bottom grappler on his back (his elbows visibly free and his hands placed on the opponent's side) and the top grappler with his torso flat on his opponent's belly and elbows and knees on the mat.

The Side Mount Restart position is ordered when a grappler has secured a side mount and then action goes out of bounds.

Full Mount Restart Position



Full Mount Restart occurs at the center of the mat with the bottom grappler on his back, hands placed on the side of his head, and the top grappler mounting him with his legs on the side and his hands placed on the opponent's chest.

The Full Mount Restart position is ordered when a grappler has secured a full mount and then action goes out of bounds.

Back Mount Restart Position



Back Mount Restart occurs at the center of the mat, with both athletes sitting on the ground, with the athlete that secured the back mount controlling his opponent with the chest in contact with the back, the heels between the opponent thighs and the arm connected in a seat belt control (one arm passing over the shoulder connected with the other arm passing under the opposite armpit).

The controlled athletes must grab, with both hands, the controlling athlete's arm that is passing over the shoulder.

The Back Mount Restart position is ordered when the referee stops the action for out of bounds and the last position secured (for at least 3 seconds) was a back mount (either on the ground or standing).

Article 29 – Types of Victories

A bout may be won:

- by "Submission"
- by injury,
- by 4 cautions given to the opponent during a bout.
- by technical superiority
- following a forfeit
- by a disqualification
- by points

- by criteria
- by overtime win

Except for the Senior Continental and World Championships, the central referee has full authority to stop the match if he/she deems that an athlete is in imminent danger of serious injury or can no longer withstand a submission lock or choke, even if the said athlete did not submit or tap. The athletes' security shall prevail at all times.

When a competitor abandons the fight, either verbally (by screaming or saying "tap" or "stop") or physically (by tapping at least twice the opponent or the mat with his/her hand or foot), the opponent is automatically declared winner, no matter the amount of points accumulated or the time of the match.

If a competitor loses consciousness due to a legal hold applied by the opponent or due to an accident not stemming from any illegal maneuvers, the central referee shall stop the match, help the unconscious athlete regain his/her sense and declare the opponent winner by submission.

Note: Competitors who lose consciousness due to head trauma shall be suspended from the rest of the competition and be directed to undergo treatment from medical staff.

When a competitor has scored a 15-points advantage over his/her opponent, the central referee shall stop the match and declare victory by technical superiority.

If, at the end of the regulation time, neither of the situations described above occurred, the competitor who scored the highest number of technical points shall be declared winner.

In case of tie in points at the end of the regulation time, the winner shall be determined by the following criteria:
1. The athlete that scored the actions with the highest value of points
2. The athlete with the fewest number of Cautions.

If neither of these criteria apply the match should go to overtime

i.e.: If a match ends with a tie 6-6 with Red scoring a Takedown (2points) and a Back Mount (4 points) while Blue scoring 3 takedown (2 points each), Red is declared the winner according to the first Criteria (action that scored the highest value of points is the Back Mount scored by Red)

If a match ends with a tie 4-4 with Red scoring two Takedowns (2points each) while Blue scoring a Reversal (2 points) e 2 attacks, RED is declared the winner according to the first Criteria (both Red and Blue have a 2 points action, but Red has another 2 points actions while Blue has two 1-point actions)

If a match ends with a tie 2-2, with Red scoring 2 points for a Takedown while Blue 2 points due to Red receiving 2 Cautions, RED is declared the winner according to the first Criteria (action that scored 2 points, against two times 1 points received for caution of the opponent.

If a match ends with a tie 3-3 with Red scoring 2 points for a Takedown and 1 for an Attack while Blue score 2 points for a Reversal and 1 point for Red getting a caution, Blue is declared the winner according to the second Criteria (Both athletes have a 2 points action and a 1-point action, but Blue has fewest number of Cautions)

A grappler receiving 4 cautions (C) during a match lost the bout. 4th caution must be given unanimously by the refereeing body.

Article 30 – Overtime

If the score is tied at the end of regulation time and neither of the criteria describe above can determine a winner, the central referee calls overtime.

Overtime consists a submission only round of 1 minute with the aim of submitting the opponent starting from specific position (technical points are not awarded and the only way of winning is by submission, disqualification or default).

Note: Cautions from Passivity and Illegal Actions awarded in the overtime does not score point but are counted and can lead to disqualification of an athlete according the criteria defined in Article 23 and 24.

The grappler who must submit the opponent is the one whose opponent scored the last technical point (cautions point are not considered). If this criteria is not applicable, the grappler who must submit the opponent is determined by coin flip. The competitor can decide to start in one of the possible positions:



1) Back Mount Restart Position, at the center of the mat with both athletes sitting on the ground, with the Offending athlete in back mount controlling his opponent with the chest in contact with the back, the heels between the opponent thighs and the arm connected in a seat belt control (one arm passing over the shoulder connected with the other arm passing under the opposite armpit). The Defending athletes must grab, with both hands, the controlling athlete's arm that is passing over the shoulder.



2) Armbar Restart Position, at the center of the mat with Defending athletes on his back and the hands locked in a defending position and the Offending athlete in a armbar position with one arm of choices inside the opponent's arms and the other arm either grabbing the defending athletes leg or posted to the ground.

The competitor has 1 minute to submit the opponent. If the submission is achieved, he is declared the winner. If he is unable to submit the opponent (i.e. the defending athletes manage to not get submitted or manage to submit the opponent), the opponent is declared the winner.

Article 31 – The Coach

The coach may remain at the foot of the platform or at least two meters from the edge of the mat during the bout. If the UWW doctor (or the competition doctor) allows him, he is authorized to assist the injury treatment of his grappler. Except during this situation and during the break, it is strictly forbidden to the coach to step on the mat. It that case he can be sanctioned by the referee.

The coach is strictly forbidden to influence decisions or to insult the refereeing body. He may only speak to the grappler. The coach has the right to give water to his grappler only during the break. No other substance may be given during the pause or during the match.

It is the duty of the coach to wipe his grappler during the break. At the end of the break, his/her grappler might not sweat any more.

If these restrictions are not observed, the referee is obliged to ask the mat chairman to present the coach with a 'Yellow' card (caution); if he persists, the mat chairman will present him with a 'Red' card (elimination). The mat chairman may also present the YELLOW or RED card on his own initiative.

As soon as the red card is given, the mat chairman reports to the competition director and the coach shall be eliminated from the competition and may no longer continue his duties. These facts also need to be report on the scoresheet of the concerned bout. However, the grappling team involved shall have the right to obtain the services of another coach. The National Federation of the eliminated coach will be penalized following the dispositions of the Disciplinary and Financial Regulations.

Moreover, if a coach gets two yellow cards during one competition (not necessarily during the same bout), he will be also eliminated from the competition and may no longer continue his duties. As for the red card, his accreditation will be removed.

A maximum of one accompanying people is authorized to enter on the Field of Play with the grappler. It is also specified that a coach cannot officiate as a referee during the same competition.

Article 32 – The Challenge

The challenge is the action through which the coach is allowed, on behalf of the grappler, to stop the action and request the refereeing delegate (or his substitute) and the mat chairman to watch the video evidence in case of a disagreement with the call. The disagreement must be reasoned and may not be requested as a simple protest otherwise the concerned coach will be sanctioned by a Yellow card.

This possibility only exists during competitions in which the video control is formally established by UWW and the Organizing Committee.

The coach must request the challenge by pushing a button provided to him immediately after the refereeing body has awarded or failed to award points to the contested situation. If the grappler disagrees with the coach's decision, he must reject the challenge directly and the match continues.

If during a competition, the system with buttons (for the challenges) are not provided for the coaches, the organizer will have to provide a sponge that will be used to ask the challenge.

In case of a major technical problem which would not allow the review of the contested action, the refereeing body's initial decision will be enforced and the coach will keep his challenge.

Specific points

Each grappler is entitled to one (1) challenge per match. If after reviewing the challenge the refereeing delegate (or his substitute) modifies the decision in favor of the grappler who requested for challenge, then the challenge can be used again during the match by the concerned grappler.

If the refereeing delegate (or his substitute) confirms the decision by the refereeing body, the grappler loses the challenge and his opponent will receive two (2) technical points.

The mat chairman shall demand to stop the match to review the challenge as soon as the situation on the mat becomes neutral.

In case of dispute between the refereeing body and the coach, the refereeing body is allowed to refuse a

challenge only after the approval of the refereeing delegate (or his substitute). The mat chairman and/or the referee cannot decline a challenge by them self.

No challenge can be requested for cautions given as a result of passive Grappler or in the event of an attack submission, being understood that the cautions for passivity and the attack submission must be confirmed by the mat chairman further the decision of the referee (in the other hand, challenge request for illegal attacks, action should be accepted). When less than 30 seconds remains in a bout and the refereeing body agrees unanimously that one of the grapplers is passive, they may issue 1 caution to the grappler at fault and 1 point to his opponent. Should this point determine the winner of the match, the other grappler may request a challenge.

No challenge can be requested after the end of the regular time of a period, except when the points are added to the scoreboard after the referee's whistle or in case action occurred just before the time is over. The coach has 10 seconds to request a challenge after the points are published on the scoreboard or 5 seconds after the grapplers come in a neutral position.

The coach requesting the challenge must do so from his seat, without stepping on the mat or approaching the judge's or the mat chairman's table. Furthermore, the coach is not allowed to indicate his challenge request by throwing items on the mat.

After having reviewed the action and after a consultation with the mat chairman, the refereeing delegate (or his substitute), renders its decision. He intervenes and renders its decision in all cases. His decision will be final and may not be discussed. It is not possible to request a "counter challenge" once a final decision has been made.

Article 33 – Team Ranking during Individual Competitions

The team ranking is determined by the first 10 grapplers who are classified at the competition.

Rank in the weight category	Points	Rank in the weight category	Points
1st	25	7th	8
2nd	20	8th	6
3rd – 3rd	15	9th	4
5th – 5th	10	10th	2

The application of the above-mentioned table remains invariable, whatever the number of grapplers in each category is. *

**In case an athlete is disqualified and the final ranking has only one grappler in the 5th place, the athlete ranked in the 6th place will receive 9 points.*

In case a weight category used the Nordic system, the above-mentioned table will be also used. The athlete ranked in the 4th place will receive 12 points and if an athlete is ranked in the 6th place, he will get 9 points.

If several teams have an equal number of points, these teams will be ranked following this criteria:

1. most first places
2. most second places
3. most third places
4. etc.

During a competition where a country can enter more than one athlete per weight category, the team points are given only to the highest ranked athlete of a country in the category. The team ranking points allocation will remain the same.

1st place	TUR	25 points
2nd place	TUR	~~20 points~~
3rd place	UKR	15 points
3rd place	GER	15 points
…		

Article 34 – Ranking System during Team Competitions

The winning team will receive 1 team point and the losing one 0 team point.

If two or more than two teams have an equal number of team points, the ranking will be determined following these criteria:

- The highest classification points
- Their direct match (if applicable)
- The highest victories by submissions
- The highest match victories by superiority
- The highest technical points scored
- The fewest technical points given
- Their direct match (if applicable)
- The lowest draw number

In case of a tied match (same number of victories like 5-5) between two teams in a team competition, the winner will be determined by successively reviewing the following criteria:

- The total of classification points

- The most victories by submissions
- The most match victories by technical superiority
- The most technical points obtained during the match
- The fewest technical points given during the match
- The outcome of the last bout competed

CHAPTER 6 – POINTS FOR ACTIONS AND HOLDS

Article 35 – Definition of Guard

Definition of Guard

Guard is the position of the bottom grappler that uses one or both legs to control the opponent and blocks him from reaching a dominant position (side, full or back mount).

Half-guard is the guard position where the athlete on bottom position has one of the top athlete's legs trapped between his legs.



Example of Half guard

Open guard is when the athlete on bottom position uses both of his legs to prevent the opponent from achieving a dominant position, without closing his legs around the opponent's body (in that case it is considered Closed Guard).



Example of Open Guard

Closed Guard happen when the athlete on bottom position has the athlete on top between his legs with his feet or leg crossed or in contact.



Example of Closed Guard

Article 36 – Values assigned to the Actions and Holds

Stepping Out of bounds - 1 point

To the grappler whose opponent goes in the protection zone with one entire foot (in standing position) without executing a hold (any situation where the action is restarted in Standing Neutral position).

Clarification for stepping out:

When the attacking grappler is the first to step into the protection area in the commission of a hold, the following may occur:

- If the grappler completes the hold successfully in a continuous action, he shall be awarded the requisite points.
- If the grappler is unable to complete the hold successfully, after stopping the action the referee shall award his opponent 1 point.
- If the grappler lifts and controls his opponent and he is unable to complete the hold in a continuous action,
  the referee shall stop the bout but not award his opponent 1 point.

NB: When a grappler deliberately pushes his opponent into the protection area with no meaningful action, he shall no longer be awarded 1 point. This conduct will be considered passivity and will receive first time a verbal warning and will be punished with cautions from the following times.

Takedowns – 2 or 3 points

2 points for a takedown is awarded to any situation in which the action starts standing and then finishes on the ground and one grappler manages to maintain top position with control for 3 seconds (if an athlete pulls guard after establishing contact with the opponent, the opponent shall be awarded 2 points for the takedown if they are able to maintain top position with control for 3 seconds). If, with the takedown, the grappler manages to establish a dominant position, he/she will further receive the corresponding points (i.e.: 2 + 3 for a takedown into side mount, 2 + 4 for a takedown into full mount, and 2 + 4 for a takedown into back mount).

3 points for takedown, instead of 2, is awarded if an athlete that is able to takedown the opponent by lifting him over his/her own waist level while remain in a standing position before completing

alled: 3 points Amplitude Takedown).

ent fall on his/her neck or head are illegal (art. 42 Illegal holds and



Example of 3 points Amplitude Takedown

Note: It is only considered a Controlled Takedown when the athlete on top is able to keep the opponent on the ground, with the back or the side facing the ground at an angle less than 90°, while maintaining contact with him for at least 3 seconds. Or, in the case of the opponent is landing frontal (with belly towards the mat), when they are able to keep him/her down with 3 points of contacts (two arms and one knee or two knees and one arm or head) controlling him/her from behind, having passed the control of his/her arms.

The athlete on top is not considered in control if he is under a Submission attack of the opponent. To be considered in control he/she must first escape the submission attempt.

Note: Sitting from a standing position without contact to avoid stand up fight will be penalized by a caution and awarded 1 point to the opponent. The central referee shall break the action and bring the competitors back to neutral standing position.



Back less than 90° Degree

YES TAKEDOWN



NO TAKEDOWN

Back more than 90° from the ground

NO TAKEDOWN



There are 3 Points of contacts between knee and arms



There aren't 3 points of contacts between knee and arms

YES



Athletes has passed behind the control of the arms

NO TAKEDOWN



Athlete has not passed behind the control of the arms

<u>Fast Takedown Action – 2 points</u>

In the event that, within 3 seconds from the moment the referee starts the action from a Neutral Restart Position, a Takedown is initiate by one of the Athletes and a Top position is secured without any interruption of the action and contact between the two competitors, the Referee Shall award, separately, 2 additional points to the athletes that is able to secure the control from top position for at least 3 seconds.

i.e:
2points for Takedown + 2 points for Fast Takedown Action in the event of a Takedown initiate within 3 seconds from the restart from a Neutral Standing Position and landing in a not dominant position with 3 seconds of control.

3points for a 3 points Amplitude Takedown + 2 points for a Fast Takedown Action in the event of a 3 points takedown initiate within 3 seconds from the restart from a Neutral Restart Position and landing in a not dominant position with 3 seconds of control.

***2** points for Takedown + 2 points for Fast Takedown Action + x points for the dominant position in the event of a Takedown initiate within 3 seconds from the restart from a Neutral Standing Position and landing in a dominant position with 3 seconds of control.*

3 *points for a 3 points Amplitude Takedown + 2 points for a Fast Takedown Action + x points for a dominant position in the event of a 3 points Amplitude Takedown initiate within 3 seconds from the restart from a Neutral Restart Position and landing in a dominant position with 3 seconds of control.*

Note: the referee shall award the 2 points for Fast Takedown Action also when the athlete scored a Takedown as a result of his opponent pulling guard within 3 seconds from the moment the action start from a Neutral Restart Position (2 points for Takedown + 2 points for Fast Takedown Action).

Reversals – 2 points

Reversals from a bottom position to a top position without direct establishment of a **dominant position** will be awarded 2 points if control from the top position is maintained for 3 seconds.

Reversals from a disadvantaged position, or any bottom position, to a top position with direct establishment of a **dominant position** will be awarded with 2 points + the points corresponding to the dominant position if control is maintained for 3 seconds (i.e.: 2 + 3 for reversals into side mount, 2 + 4 for reversals into full mount, and 2 + 4 for reversals into back mount).

Note: Is considered control after a reversal when the athlete on top is able to keep the opponent on the ground with the back or the side at an angle less than 90° from the ground while maintaining contact with him or, in case of the opponent landing frontal (with belly towards the mat), when they are able to keep him/her down with 3 points of contacts (two arms and one knee or two knees and one arm or head) controlling him/her from behind, having passed the control of his/her arms.

The athlete on top is not considered in control if he is under a Submission attack of the opponent. To be considered in control he must first escape the submission attempt.

If during a Reversal the action goes from a ground position to a standing position, the 3 seconds count to consider the action to be reset in standing position should start only after the end of the action of reversal, when the grapplers are in a standing neutral position.

i.e. If bottom athlete in an attempt to perform a reversal, goes from a guard position to a single leg takedown standing up, the count of 3 second to consider the action standing should start from the moment the single leg takedown attempt is completely defended and the grapplers are in a neutral standing position. If, for example, the athletes goes from guard to a single leg takedown and back to guard, without being the athletes in a standing neutral position for 3 seconds, the referee should not award other 2 points for takedown.

Dominant positions – 3, 4, 4 points

Note: The athlete on top is not considered to be in control if he/she is under a Submission attack of the opponent. To be considered in control, and score the points for the dominant position, he/she must first escape the submission attempt.

Side Mount (3 points): When a grappler gains control from the top having his chest facing/touching the opponent body, outside the control of the opponent's leg defenses (Guard) while keeping the opponent's back to the mat (the back must have an angle of less than 45° from the ground on the longitudinal axis) for the count of 3 seconds (side mount position include north-south and knee on stomach)



Example of Side Mount



Example of position that are NOT Side Mount
(i.e. back more than 45 from the mat, chest not facing or touching the opponent body like in a mounted triangle)

Full Mount (4 points):

When a grappler controls from the top, sitting on the torso of the opponent facing the head with both of his/her knees touching the ground on both side of the opponent (with up to one arm trapped under his knee) for the count of 3 seconds.

Should the athlete have one of the opponent's arms trapped under his leg, he shall only be awarded points for the full mount if the knee trapping the opponent's arm is not over the line of the armpit.



Example of Full Mount



Example of position that are NOT Full Mount
2 arms under the legs; knee not on the ground; facing the leg; mounted triangle; leg above armpit level

Back Mount (4 points):

When a grappler controls the opponent from the back, with his/her chest to the opponent's back and his/her heels between both of the opponent's thighs, without crossing his legs or feet, in a position to trap up to one of the opponent's arms, for the count of 3 seconds.

Back mount position is the only dominant position that can be scored on a standing opponent or from a bottom position.



Example of Back Mount



Example of positions that are NOT Back Mount
(i.e. feet crossed; body triangle; feet not inside the opponent

Progressive scoring system for dominant position

To ensure a higher level of submissions, points for dominant control positions (i.e., side mount, full mount, and back mount) will follow a system of progression, meaning that positions have to be improved to be awarded points (Side Mount **>** Full Mount **>** Back Mount).

Once scored, the points for dominant positions will be awarded only when the athlete, which was on the bottom, will regain Closed guard or Open Guard (half-guard is not considered), complete a reversal or stand up to his feet for at least 3 seconds.

i.e.: Once Side Mount points are scored, the athletes can score Full Mount and Back Mount points but cannot score anymore Side Mount points unless his opponent will regain closed guard, open guard, complete a reversal or stand up to his feet for at least 3 seconds.

Once Full Mount points are scored, the athletes can score Back Mount points, but cannot score anymore Side Mount or Full Mount points unless his/her opponent will regain closed guard, open guard, complete a reversal or stand up to his feet for at least 3 seconds.

Once Back Mount points are scored, the athletes cannot score any more points for dominant positions, unless his opponent will regain closed guard, open guard, complete a reversal or stand up to his feet for at least 3 seconds.

Attack (1 point):

If an athlete completes a **3 points Amplitude Takedown** but did not manage to maintain top position control for 3 second (because the opponents is able to get back to neutral standing position or the action goes out of bounds before the 3 seconds control is achieved) he/she shall be awarded a 1 point for the Attack.

If after performing a **3 points Amplitude Takedown** the athlete suffers a reversal before achieving a 3 second control, he/her shall be awarded 1 point for attack and the opponents shall be awarded 2 points for reversal if they are able to maintain control from the top for the 3 seconds.

The athlete that attempts a submission hold where the opponent is in **real danger** of a submission, for at least 3 seconds, he/she shall be awarded 1 point for the Attack when the opponents is able to completely escape the submission. It is the referee’s duty to assess how close the submission hold came to fruition.
If an Attack point worth submission attempt is stopped by the end of match, the attacking athlete shall be awarded the 1 point for the attack at the end of the competition time.

Note: Wristlock attempts do not score Attack points.

Example of close submission attempt



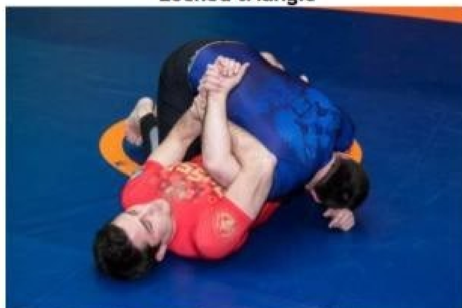
Armbar with arm stretched past 90˚



Armbar with arm stretched past 90



Locked triangle





Kimura with arm bend behind opponent back

Examples of not close submission attempt



Armbar attempt with opponent defending



Armbar attempt with opponent defending



Loose triangle attempt with opponent defending





Kimura attempt with the arm NOT bent behind opponents back and opponent defending


Footlocks/Ankle locks completely stretching opponents foot or compressing the tendon


Footlocks/Ankle locks attempt with foot not stretched and opponent defending


Toe Hold with torsion toward opponent back


The foot is extended and the toe hold not secured


Kneebar hyperextending the joint


Opponent defending the kneebar and leg not extended


Reverse Triangle control and the arm is trapped and hyperextended


Reverse Triangle closed, but opponent defending the arm

CHAPTER 7 – CLASSIFICATION POINTS AWARDED AFTER A BOUT

Article 37 – Classification Points

The classification points that competitors received for their matches will be used to determine their final ranking. Victory by Submission (5 points to the winner – 0 points to the loser)

A victory by submission occurs when a grappler admits his/her defeat either verbally (by screaming or saying “tap” or “stop”) or physically (by tapping at least twice the opponent or the mat with his/her hand or foot). Except for senior Continental and World Championships, the central referee is entitled to declare a victory by submission if, upon observing a submission attempt, he deems that the grappler caught in the submission hold will not be able to escape without harm.

Note: A stop by an Injury of any kind caused by a legal action is considered as a Submission.

Victory by Disqualification (5 points to the winner – 0 points to the loser)

A victory by disqualification occurs when a grappler is banned from the match or competition for any reason.

Victory by Default (5 points to the winner – 0 points to the loser)

A victory by default is declared when a grappler cannot continue the match for any reason or is declared unfit to continue by the Head medical officer.
Note: Inury caused by involuntary illegal actions (example: a cut cause by involuntary head clash) result in default.

Victory by Technical Superiority (4 points to the winner – 0 points to the loser)

A victory by technical superiority occurs when a grappler has scored a 15-points advantage over his/her opponent.

Victory by Cautions (3 points to the winner – 0 points to the loser)

A victory by Cautions occurs when a grappler loses the match by receiving 4 Cautions.

Victory by Forfeit (3 points to the winner – 0 points to the loser)

A victory by forfeit is declared when a grappler fails to appear on the mat for the match or does not comply with the present rules as far as competition uniform.

Note: Grapplers who f o r f e i t s a match without proper medical certificate will not be allowed to proceed throughout the tournament (even in other styles) and be withdrawn from the final ranking.

Victory by Decision (3 points to the winner – 0 points to the loser)

A victory by decision occurs when the margin of victory at the end of regulation time is less than 15 points.

Victory in Overtime (2 points to the winner – 0 points to the loser)

A victory in overtime occurs after an athlete is declared the winner according to the overtime criteria.

Note: For Technical Superiority and Decision victories, 1 match classification point will be awarded to the loser if he managed to score 1 or more technical points during the match.

Article 38 – Technical Superiority

Except from the fall and the disqualification, the bout must be stopped before the end of regular time when there are 15 points difference between the grapplers

The bout may not be interrupted to declare the winner by technical superiority until the action is completed (see article 27).

The mat chairman signals the referee when the 15 points difference has been attained. The referee shall declare the winner after consulting with members of the officiating team for the match.

CHAPTER 8 – PASSIVITY

Article 39 – Passivity

It is the grapplers' duty to maintain action by continuously working to improve their position or submit their opponent and make an honest attempt to keep the actions in bounds.

When the central referee feels that a grappler is exhibiting passivity or stalling, he shall attempt to stimulate him/her by verbal commands ("Red/Blue Action") without interrupting the match. If, after 15 seconds, the grappler continues to remain passive after the verbal commands have been issued, the central referee shall indicate the passive grappler by raising the arm bearing the right color band and give him/her a caution.

If, after other 15 seconds, the grappler continues to remain passive he shall give him/her another caution and so on. Every caution must be reported on the score sheet.

The first, second and third caution for passivity award 1point to the opponent up to the fourth caution which results in the disqualification of the passive grappler.

1st caution = 1 point > 2nd caution = 1 point > 3rd caution = 1 point > 4th caution = disqualification

Note: Cautions from Passivity and Illegal Actions add up (e.g. 2 cautions for passivity + 2 cautions for illegal action) lead to disqualification of the athlete.

Passivity includes:

- Holding on in an attempt to neutralize or prohibit action or advancement (e.g.; from bottom closed guard holding the opponent without trying any attack just for prevent him to posture up and try to pass. From top closed guard, try to hold the opponent and not try to open the guard to pass)
  - Delaying action by communicating with coach/corner
  - Leaving the mat without permission
  - Taking too much time to go back to the center of the mat for restarts.
  - Incorrect restart position
  - Misusingtimeouts
  - Fleeing the mat (i.e., purposely fleeing the mat with both feet to escape from takedown or another action,
- position himself constantly near the border of the mat in attempt to use out of bounds to avoid being scored on).
- **Note**: **If an athlete goes out of bounds during a submission attempt (without doing the correct defense) the match will not be stopped until the action is finished or when a part of the head of either grappler is out of the protection area. In that case the athlete that bring the action out of the protection area with the purpose of stopping the fight to escape the submission without doing the correct defense will be immediately disqualified.**
- Fleeing the position to avoid stand up or ground fighting (for example if an athlete sits in guard without contact while the athletes are standing up or if the athlete on top stands up during ground fight and not trying to achieve dominant position or a submission on the athlete on bottom).
  - False start (i.e., starting grappling before the whistle blows).

Article 40 – Passivity Zone (Orange zone)

The passivity zone, that is orange colored, is intended to help eliminate systematic grappling on the edge of the mat and any departures from the grappling area.

As a general rule for going-out-of-bounds without executing a successful hold, the grappler who stepped out first will lose 1 point (meaning that his opponent will be awarded with 1 point). If both grapplers go out of bounds together, the referee will have to determine which grappler touched to protection area first and award his opponent with one point (see for the complete rules article 36 – Stepping out of bounds)

When the defending grappler places one of his foot in the passivity zone, the referee must call 'ZONE' in a loud voice. Upon hearing this word, the grapplers must endeavor to return towards the center of the mat without interrupting their action.

Article 41 – Enforcement of Passivity

One of the roles of the refereeing body should be to evaluate and distinguish what is real action versus a feigned attempt to waste time.

Active Grappling is defined by seeking contact with the opponent, hooking each other, get dominant positions and trying to set up an attack. Both grapplers are always encouraged to perform Active Grappling.

If only one grappler is performing Active Grappling, he will be rewarded. In such cases, his opponent who is blocking and preventing Active Grappling will be determined as passive and the appropriate passivity procedure takes place.

Clarification

Any passivity has to be confirmed by the Mat Chairman. If in applying the passivity procedure a serious mistake is made by the referee and the judge, the Mat Chairman must intervene.

CHAPTER 9 – PROHIBITIONS AND ILLEGAL HOLDS

Article 42 – Illegal Holds

If a grappler violates the United World Wrestling Code of Ethics in a blatant and unsportsmanlike manner, the central referee shall disqualify him/her from the match or from the competition. The central referee shall report every violator for membership review. If a grappler is injured by an illegal hold and cannot continue the match, the athlete who caused the injury shall lose the match by disqualfication. The first, second and third caution for illegal actions award 1 point to the opponent up to the fourth caution which result in the disqualification of the concerned grappler:
1st caution = 1 point > 2nd caution = 1 point > 3rd caution = 1 point > 4th caution = disqualification

Note: Any illegal action executed to prevent the opponent from completing a submission will result in immediate disqualification.

Note: Cautions from Passivity and Illegal Actions add up (e.g. 2 cautions for passivity + 2 cautions for illegal action) lead to Victory by cautions of the opponent athlete.

Note: An illegal action that lead to immediate disqualification lead to Victory by Disqualification for the opponent athlete.

Illegal actions that leads to immediate disqualification include:

- Intentional breaking of bones or joints (i.e. continuing to apply pressure on the joint after the tap out and referee commands to stop)
- Intentional Punching, kicking, knees, forearms, elbows, head butts
- Intentional Biting, pulling of hair, nose, ears, or attacking the groin
- Intentional Eye, ear, or nose gouging, fish hooking
- Spikes (i.e., standing throws onto the head or neck)
- Slams in defense of submission attempts and if opponent's body is above waist level
- Back splashes from standing position
- Combination of joint locks and throws

Illegal actions that lead to 1 cautions if prevented by Referee or to immediate disqualification if they hurt the

opponent before Referee intervention:

- Use of the fingers for throat/trachea choking techniques
- Inside or outside heel hooks
- Neck cranks and/or any submission deemed as applying pressure to the spine (crucifix, full-nelson, twister neck crank, can opener, Chin Ripping neck crank etc.)

Note: **It is legal and not considered a neck crank if during a choking technique is applied pressure to the neck (for example during a guillotine or a rear naked choke)**

- Small joint manipulation
- Holding less than 4 fingers or toes
- Chocking your opponent with the belt (Only for Grappling Gi)

Illegal actions that will lead to 1 Cautions include:
- Intentional grabbing of competition uniform (Note: Only in Grappling. In Grappling Gi, it is legal to hold on to the uniform)
- Fingers outstretched toward an opponent's face/eyes
- Disregard of the referee's instructions
- Coating the skin with any kind of substance or using gauzes or any kind of protective materials without the authorization of the Head medical officer and in agreement with the referee (the athletes will have the 2 minutes uniform time to remove it).
- Argument/insults towards anybody present in the competition hall
- Talking/screaming during the bout
- Pretense of injury

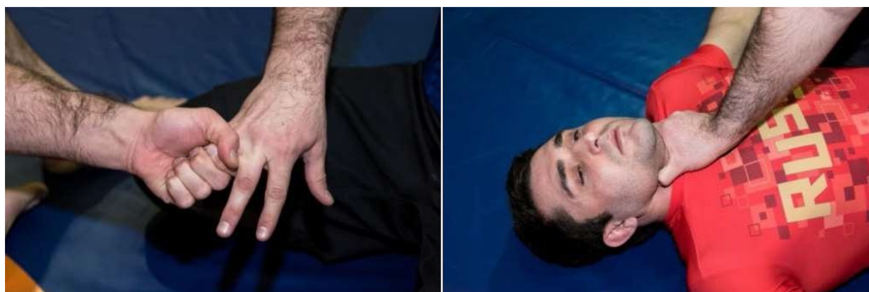
Agerestrictions:

U13 and U15 are not allowed to make guillotines (except arm-in guillotine) and toe hold footlock.

Examples with illegal actions:



Heel hooks



Holding less than 4 fingers or toes

Use of the fingers for throat/trachea choking techniques



-

Neck cranks or Spinal Lock

CHAPTER 10 – THE PROTEST

Article 43 – The Protest

No protest after the end of a match or any appeal before CAS or any other jurisdiction against a decision made by the refereeing body may be lodged. Under no circumstances may the result of a match be modified after victory has been declared on the mat.

If the UWW President or the responsible person for refereeing notes that the refereeing body have abused their power to modify a match result, they can examine the video and, with the agreement of the UWW Bureau, sanction those responsible as laid down in the provisions of the Regulations for International Refereeing Body.

CHAPTER 11 – MEDICAL

Article 44 – Medical Service

The organizer of the competition in question is obliged to provide a medical service responsible for conducting medical examinations prior to the weigh-in and give medical control during the bouts. The medical service, which is required to operate throughout the competition, is under the authority of the UWW doctor in charge. The medical requirements are described in ad hoc rules.

Before the competitors weigh in, the doctors shall examine the athletes and evaluate their state of health. If a competitor is considered to be in poor health or in a condition that is dangerous to himself or to his opponent, he shall be excluded from participating in the competition.

Throughout the competitions, and at any time, the medical service must be prepared to intervene in case of an accident and to decide whether a grappler is fit to continue the contest. Doctors from the participating teams are fully authorized to treat their injured grapplers, but only the coach or a team officer may be present while treatment is being administered by the doctor. In no case may UWW be held responsible for an injury, disability, or death of a grappler.

Article 45 – Medical Service Interventions

a)The UWW doctor in charge has the right and duty to stop a bout at any time through the mat chairman, whenever he considers that either competitor is in danger. At first the injury treatment shall be provided by the UWW doctor only. In case he needs support, he can allow the doctor of the grapplers' team or the grappler's coach to come.

b)He may also stop a bout immediately by declaring one of the grapplers unfit to continue. The grappler must never leave the mat, except in the event of a serious injury requiring his immediate removal. In case of a grappler being injured, the referee must immediately ask the doctor to intervene; in case no injury is reported by the competition doctor, the referee must request a sanction to the judge or the mat chairman.

c)If a grappler has a visible injury, the doctor will have the time necessary to treat the injury and will decide if the grappler can carry on the match or not.

d)A maximum of four minutes will be allocated for each grappler for the entire duration of the bout to be treated for a bleeding injury. The consequences of overrunning this allocated time are described under article 26.

e)In the case of any medical dispute, the doctor for the team of the grappler in question has the right to intervene in any treatment required, or to give his advice on an intervention or decision made by the medical service. Only the UWW Medical Commission delegate may propose to the officials that the bout be stopped.

f)In international competitions where the UWW Medical Commission is not represented, the decision to interrupt the bout will be taken by the competition doctor in consultation with the UWW delegate or the UWW nominated referee and the injured grappler's team doctor.

g)In all cases, the doctor making the decision to prohibit the grappler from continuing the bout shall be of a nationality other than that of the grappler in question or the opponent, and the doctor must not be involved in the weight class concerned. In case this situation occurs, the decision will be delegated to another doctor as designated by the delegate referee.

h)All the first aid injuries (not requiring hospitalization) occurring in UWW international competitions are at the organizer's costs. The injuries requiring hospitalization are covered by the UWW license, provided the case has been announced to the insurance company (at the number appearing at the back of the card) the same day.

i)If an athlete is injured and cannot continue the bout, he will lose the match by injury. The concerned athlete will not have to attend the second weigh-in and he will be ranked based on the points that he earned until his injury. If the injured athlete is ready to compete for his next match, he has to receive the approval of the UWW Doctor.

For all the other type of injuries or diseases that happen after the first day of competition and out of competition, the concerned athlete will have to attend the second weigh-in otherwise he will be eliminated of the competition and ranked last, without rank.

Article 46 – Anti-doping

Pursuant to the provisions written in the Constitution, and in order to fight against doping, which is formally prohibited, UWW reserves the right to require that grapplers undergo examinations or tests in all competitions in the official calendar. This provision must be applied at Continental and World Championships, according to UWW Regulations, and at the Olympic and Continental Games, according to IOC Rules.

In no case competitors or officers may oppose this verification without incurring sanctions provided in UWW's Anti- doping Rules. The UWW Medical Commission will decide the time, the number or frequency of these examinations, which will be carried out by any means it deems useful. Suitable samples will be taken by a doctor certified by UWW, in the presence of an officer for the grappler to be tested.

The setting up and financial implications of the anti-doping controls during the competition are paid for by the host country and the National Federations.

In case of a positive result, the sanction provided in the UWW Anti-doping Regulations will be applied. The UWW, being subject to the convention fighting drug use signed with the IOC and applied by the World Anti- Doping Agency (WADA), all its Regulations, procedures and sanctions are applicable by the UWW.

The appeal body in the event of a doping sanction made by UWW against a grappler is the Court of Arbitration for Sport (CAS) in Lausanne (Switzerland) after all appeal provisions provided by UWW's Anti-doping rules have been exhausted if applicable.

CHAPTER 12 – APPLICATION OF THE GRAPPLING RULES

The UWW World Grappling Committee is the sole decision-making authority concerning any modifications to the above provisions that are deemed desirable with a view to improving the technical rules of grappling.

These Rules have been drawn up bearing in mind all the circulars and information distributed by the UWW. They contain all the suggestions put forward by the auxiliary bodies and the Committee which were accepted by the UWW Congress.

These Rules are the only valid document of their type until the following Congress which will be asked to rule on all the possible modifications or interpretations decided by the Executive Bureau.

In the event of a trial, only the English text is valid.

The National Federations must translate this document into their official language.

Every referee at a competition must have copy of these Rules in his language and in one of the UWW's official language (English).



Rue du Château, 6, 1804 Corsier-sur-Vevey, Switzerland
T. 0041 21 312 84 26 F. 0041 21 312 84 27
unitedworldwrestling.org